



SNS COLLEGE OF TECHNOLOGY



Coimbatore-35.

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COURSE NAME : 19CSB201 – OPERATING SYSTEMS

II YEAR/ IV SEMESTER

UNIT – III Storage Management

Topic: Virtual Memory : Allocation of Frames & Thrashing

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Allocation of Frames

- Each process needs **minimum** number of frames
- Example: IBM 370 – 6 pages to handle SS MOVE instruction:
 - instruction is 6 bytes, might span 2 pages
 - 2 pages to handle *from*
 - 2 pages to handle *to*
- **Maximum** of course is total frames in the system
- Two major allocation schemes
 - fixed allocation
 - priority allocation
- Many variations



Fixed Allocation

- Equal allocation – For example, if there are 100 frames (after allocating frames for the OS) and 5 processes, give each process 20 frames
 - Keep some as free frame buffer pool
- Proportional allocation – Allocate according to the size of process
 - Dynamic as degree of multiprogramming, process sizes change

– s_i = size of process p_i

– $S = \sum s_i$

– m = total number of frames

– a_i = allocation for $p_i = \frac{s_i}{S} \times m$

$$m = 64$$

$$s_1 = 10$$

$$s_2 = 127$$

$$a_1 = \frac{10}{137} \cdot 62 \gg 4$$

$$a_2 = \frac{127}{137} \cdot 62 \gg 57$$



Priority Allocation

- Use a proportional allocation scheme using priorities rather than size
- If process P_i generates a page fault,
 - select for replacement one of its frames
 - select for replacement a frame from a process with lower priority number



Global vs. Local Allocation

- **Global replacement** – process selects a replacement frame from the set of all frames; one process can take a frame from another
 - But then process execution time can vary greatly
 - But greater throughput so more common
- **Local replacement** – each process selects from only its own set of allocated frames
 - More consistent per-process performance
 - But possibly underutilized memory



Non-Uniform Memory Access

- So far all memory accessed equally
- Many systems are **NUMA** – speed of access to memory varies
 - Consider system boards containing CPUs and memory, interconnected over a system bus
- Optimal performance comes from allocating memory “close to” the CPU on which the thread is scheduled
 - And modifying the scheduler to schedule the thread on the same system board when possible
 - Solved by Solaris by creating **lgroups**
 - Structure to track CPU / Memory low latency groups
 - Used my schedule and pager
 - When possible schedule all threads of a process and allocate all memory for that process within the lgroup

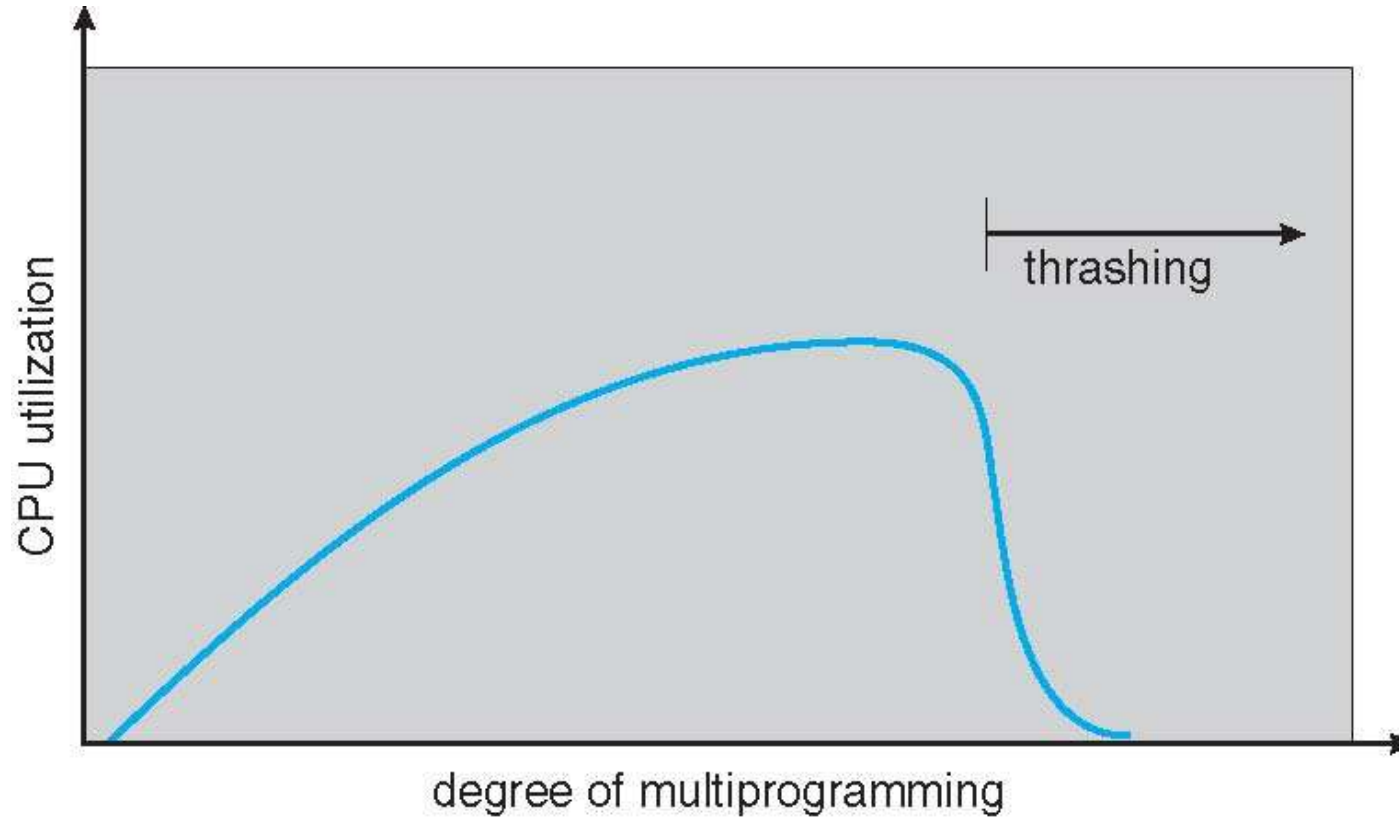


Thrashing

- If a process does not have “enough” pages, the page-fault rate is very high
 - Page fault to get page
 - Replace existing frame
 - But quickly need replaced frame back
 - This leads to:
 - Low CPU utilization
 - Operating system thinking that it needs to increase the degree of multiprogramming
 - Another process added to the system
- **Thrashing** \equiv a process is busy swapping pages in and out



Thrashing (Cont.)



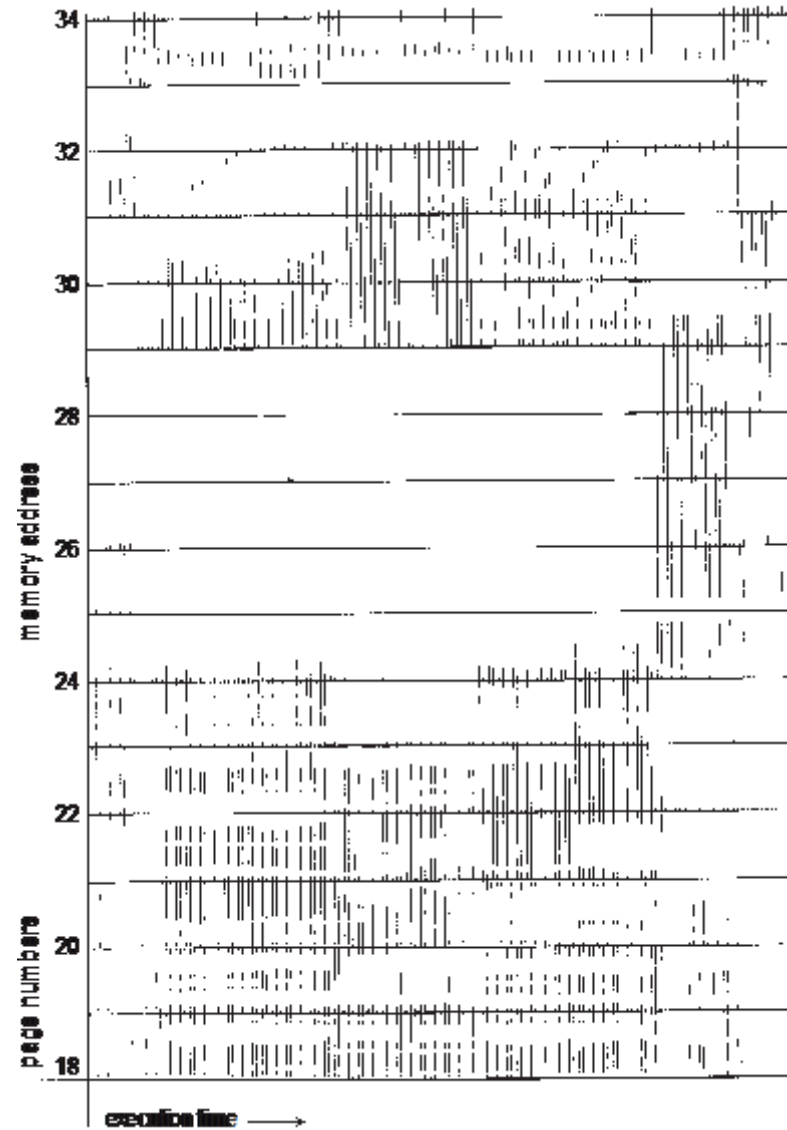


Demand Paging and Thrashing

- Why does demand paging work?
Locality model
 - Process migrates from one locality to another
 - Localities may overlap
- Why does thrashing occur?
 Σ size of locality > total memory size
 - Limit effects by using local or priority page replacement



Locality In A Memory-Reference Pattern

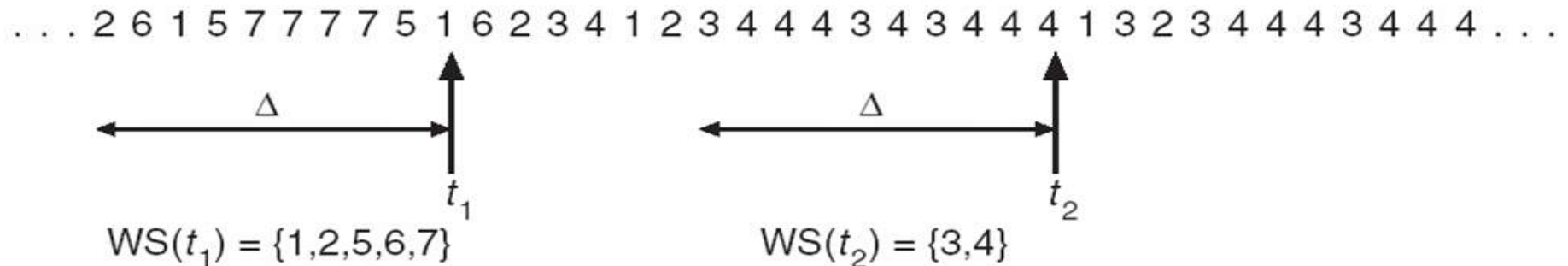




Working-Set Model

- $\Delta \equiv$ working-set window \equiv a fixed number of page references
Example: 10,000 instructions
- WSS_i (working set of Process P_i) =
total number of pages referenced in the most recent Δ (varies in time)
 - if Δ too small will not encompass entire locality
 - if Δ too large will encompass several localities
 - if $\Delta = \infty \Rightarrow$ will encompass entire program
- $D = \sum WSS_i \equiv$ total demand frames
 - Approximation of locality
- if $D > m \Rightarrow$ Thrashing
- Policy if $D > m$, then **suspend or swap out one of the processes**

page reference table





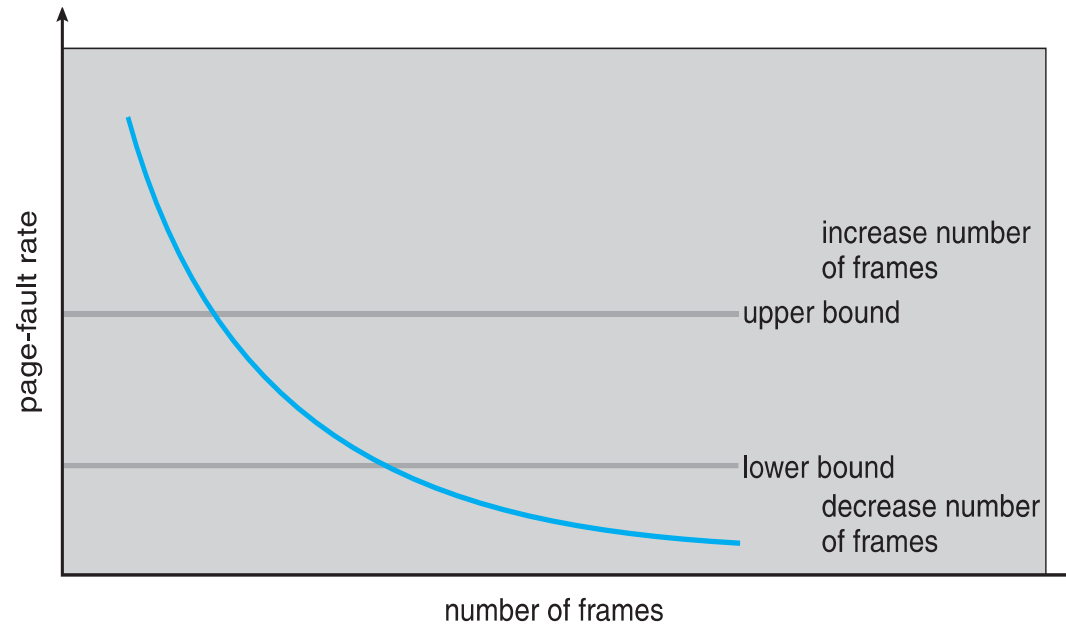
Keeping Track of the Working Set

- Approximate with interval timer + a reference bit
- Example: $\Delta = 10,000$
 - Timer interrupts after every 5000 time units
 - Keep in memory 2 bits for each page
 - Whenever a timer interrupts copy and sets the values of all reference bits to 0
 - If one of the bits in memory = 1 \Rightarrow page in working set
- Why is this not completely accurate?
- Improvement = 10 bits and interrupt every 1000 time units



Page-Fault Frequency

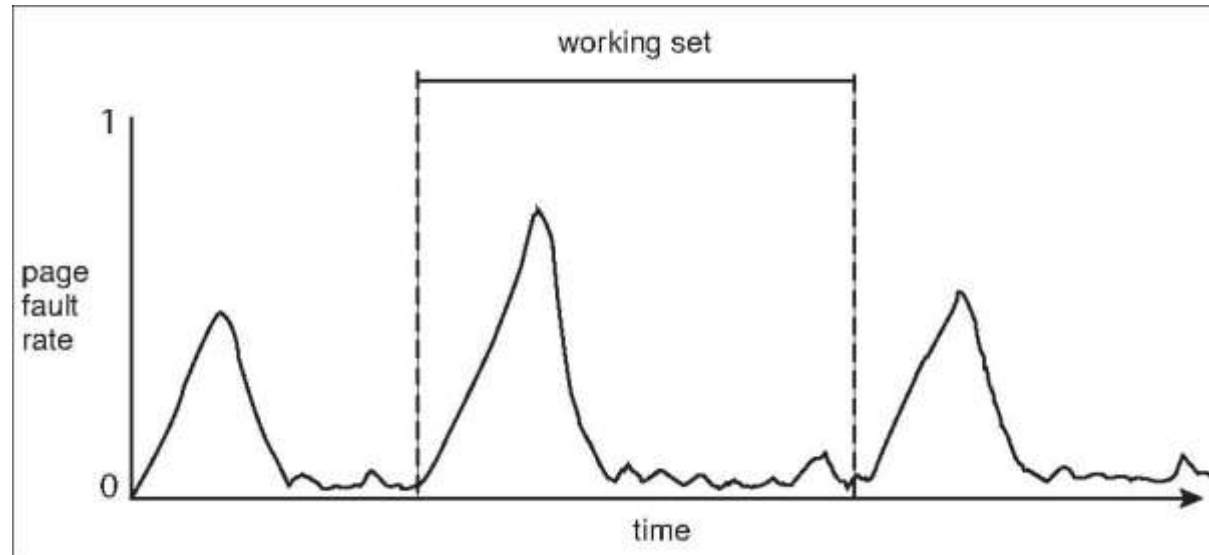
- More direct approach than WSS
- Establish “acceptable” **page-fault frequency (PFF)** rate and use local replacement policy
 - If actual rate too low, process loses frame
 - If actual rate too high, process gains frame





Working Sets and Page Fault Rates

- n Direct relationship between working set of a process and its page-fault rate
- n Working set changes over time
- n Peaks and valleys over time





REFERENCES

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- T1 Silberschatz, Galvin, and Gagne, “Operating System Concepts”, Ninth Edition, Wiley India Pvt Ltd, 2009.)
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- R3 Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, “Operating System Concepts”, 9th Edition, John Wiley and Sons Inc., 2012.
- R4. William Stallings, “Operating Systems – Internals and Design Principles”, 7th Edition, Prentice Hall, 2011

